

LL

LH



HL

HH

FIG. 1
PRIOR ART

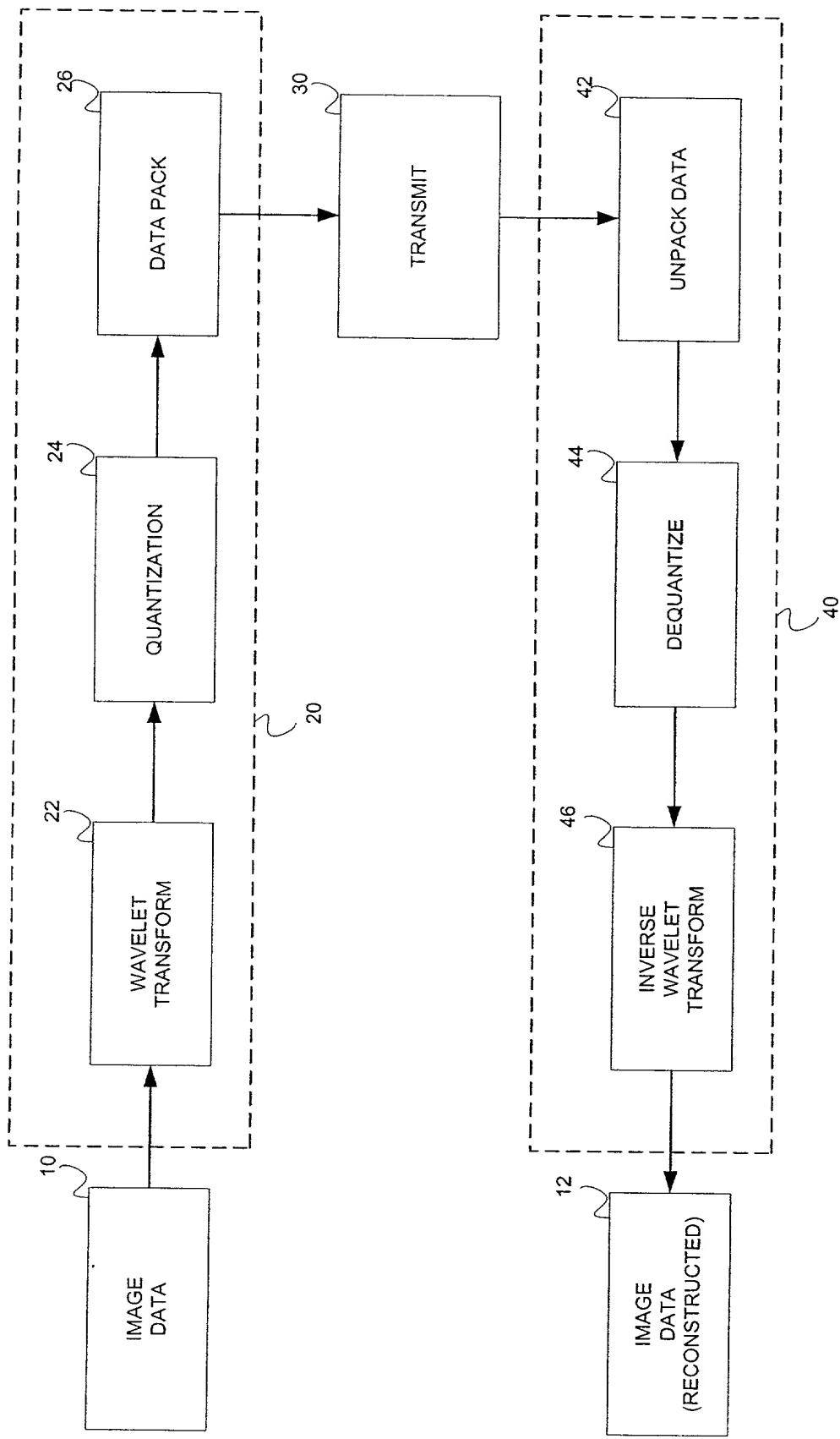


FIG. 2

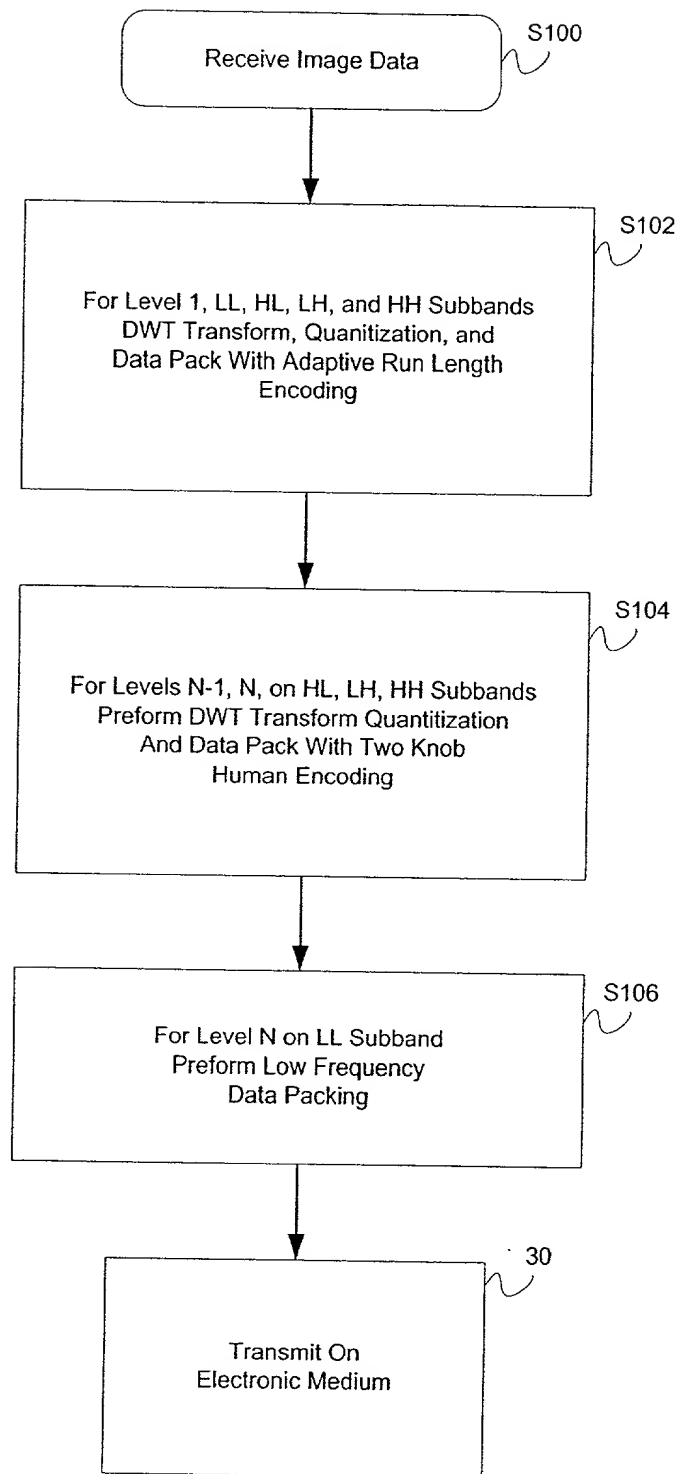


FIG. 3

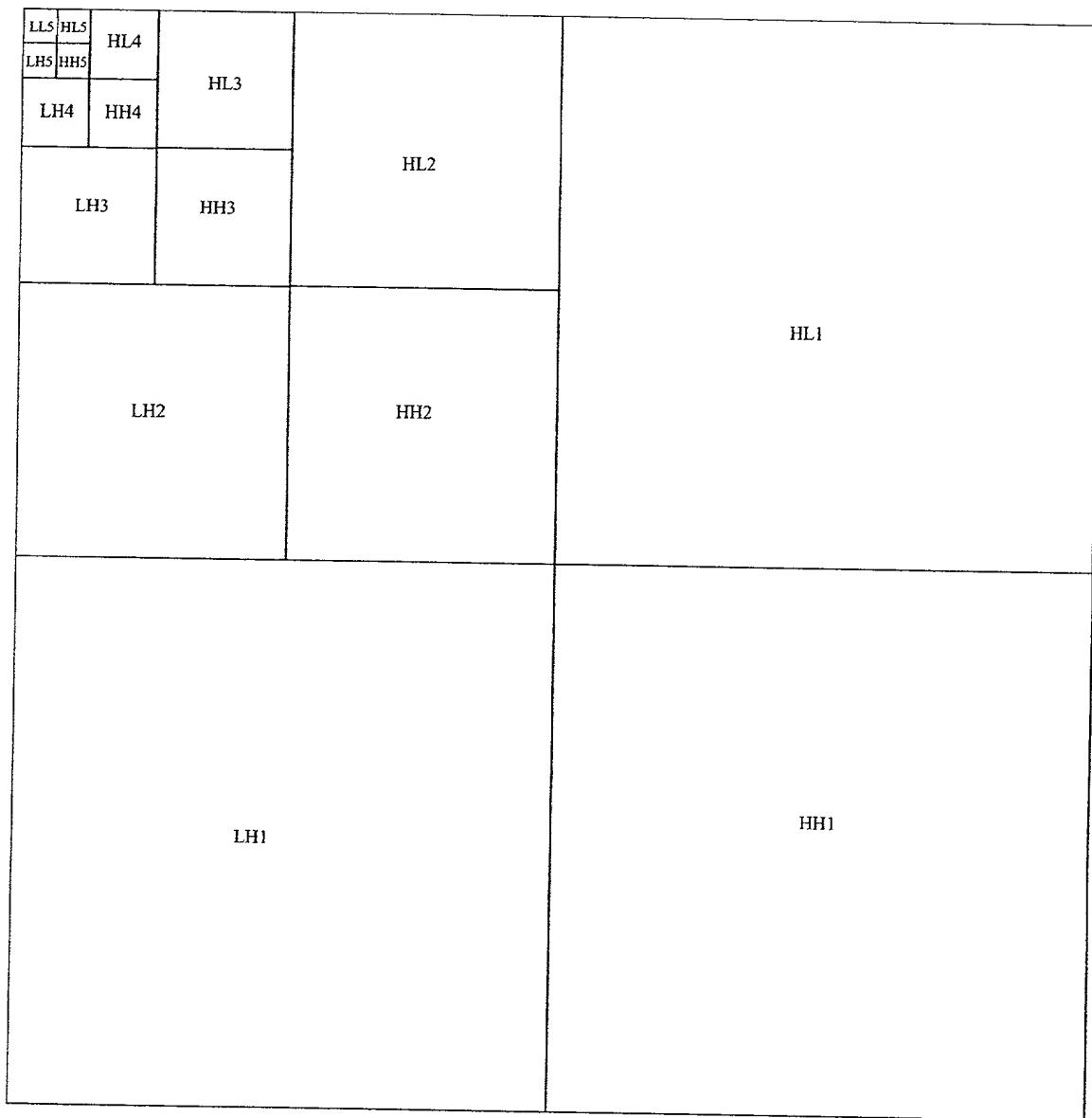


FIG. 4

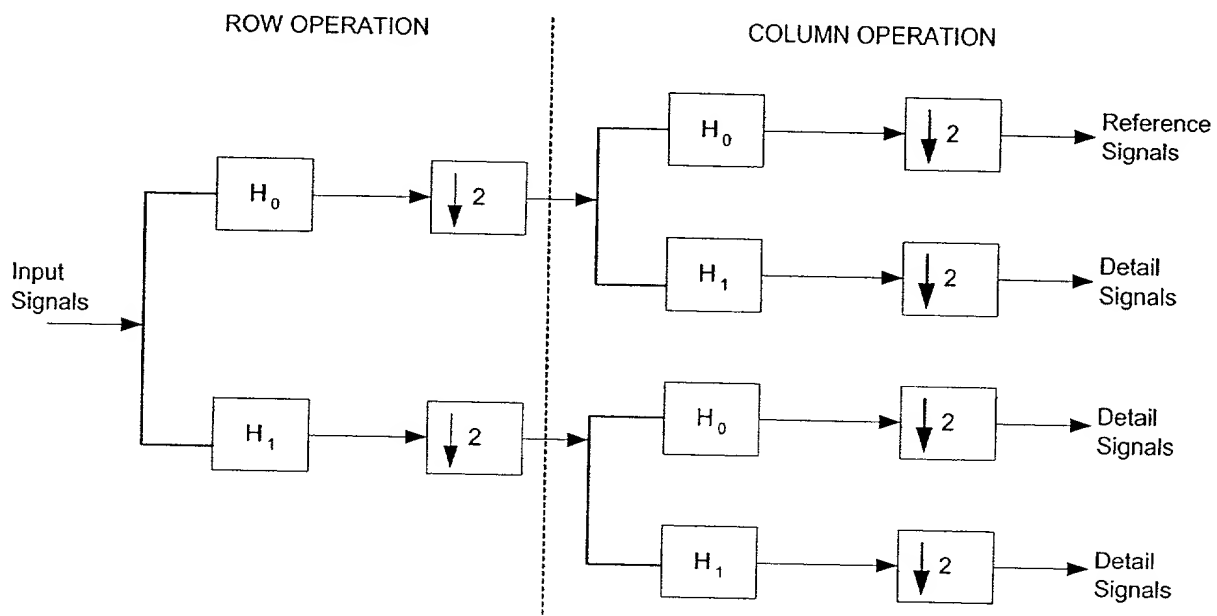


FIG. 5

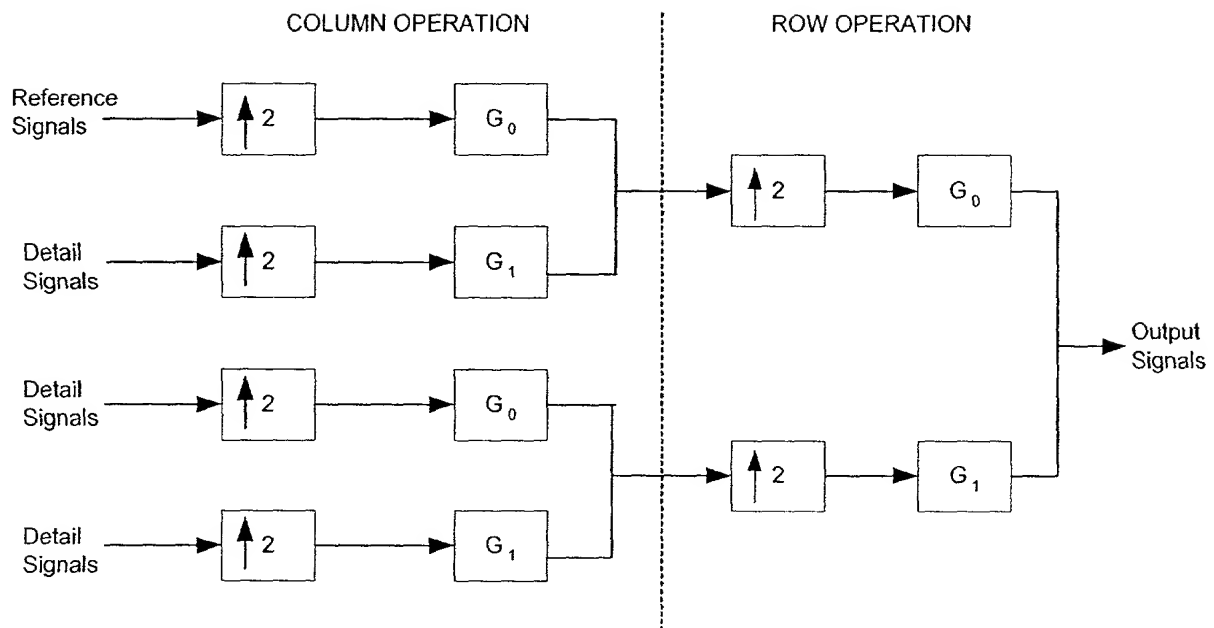


FIG. 6

$Q = \text{fix}(\text{abs}(W) ./ \text{cr}) .* \text{sign}(W)$

$W' = (\text{abs}(Q) + 0.5) .* \text{cr} .* (\text{sign}(Q))$

Q: Quantized coefficient

W: Original wavelet coefficient

CR: User defined compression parameter

W': De-quantized coefficient

Fix: Truncates value

Abs: returns magnitude of value

Sign: Return the sign of the number,

Returns zero if the value is zero

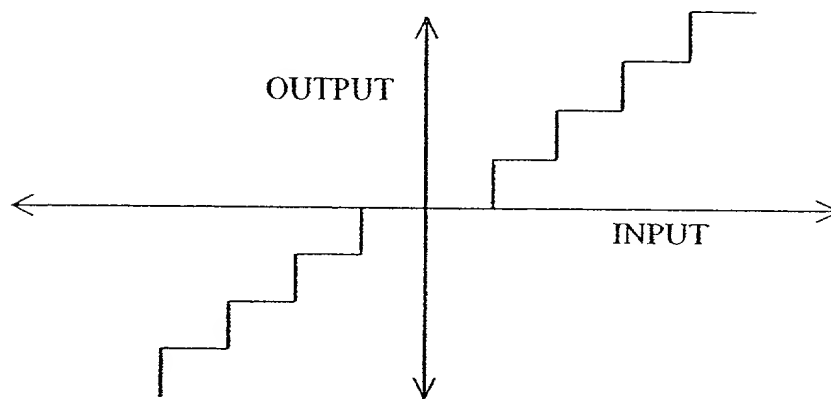


FIG. 7

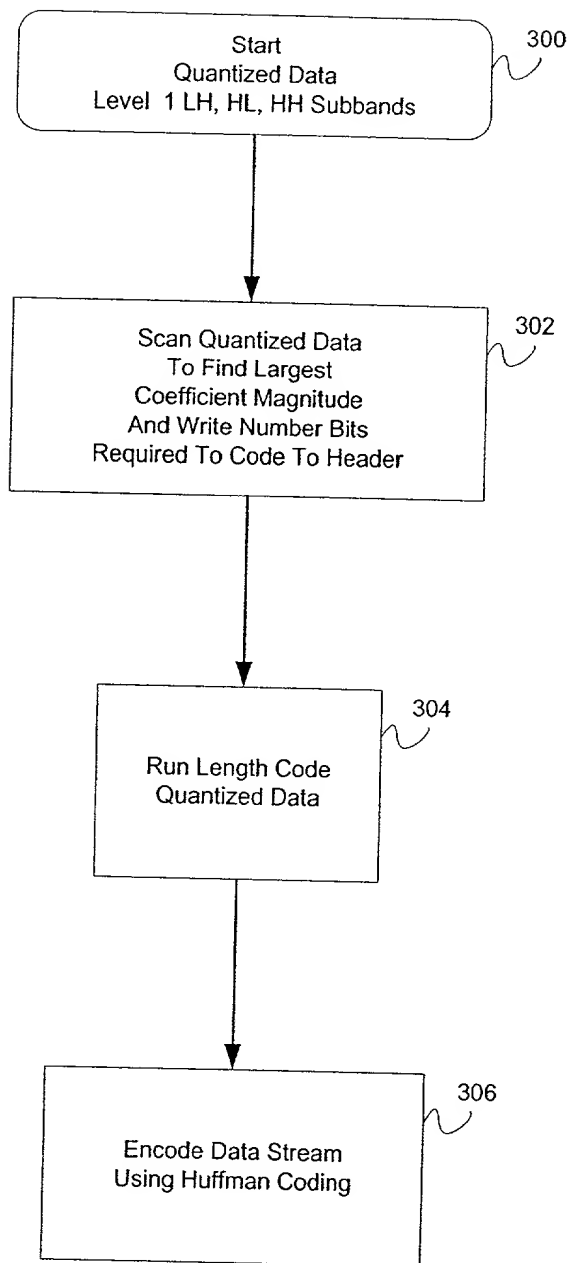


FIG. 8

Input Data:

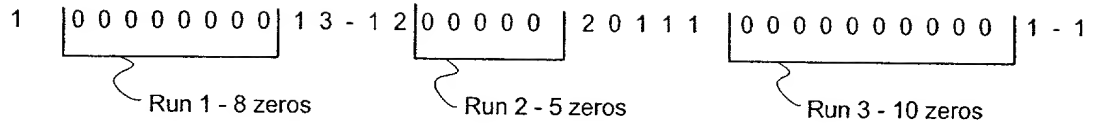


FIG. 9A

Output Data:

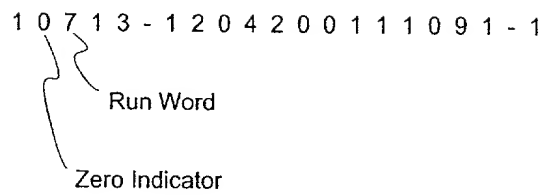


FIG. 9B

Value	Code word
0	0
1	100
-1	101
2	1100
-2	1101
3	11100
-3	11101
4	1111000
-4	1111001
5	11110100
-5	11110101
6	11110110
-6	11110111
7	11111000
-7	11111001
8	111110100
-8	111110101
9	111110110
-9	111110111
10	111111000
-10	111111001
11	111111010
-11	111111011
12	1111111000
-12	1111111001
13	1111111010
-13	1111111011
14	1111111100
-14	1111111101
15	1111111110
esc	1111111111

FIG. 10

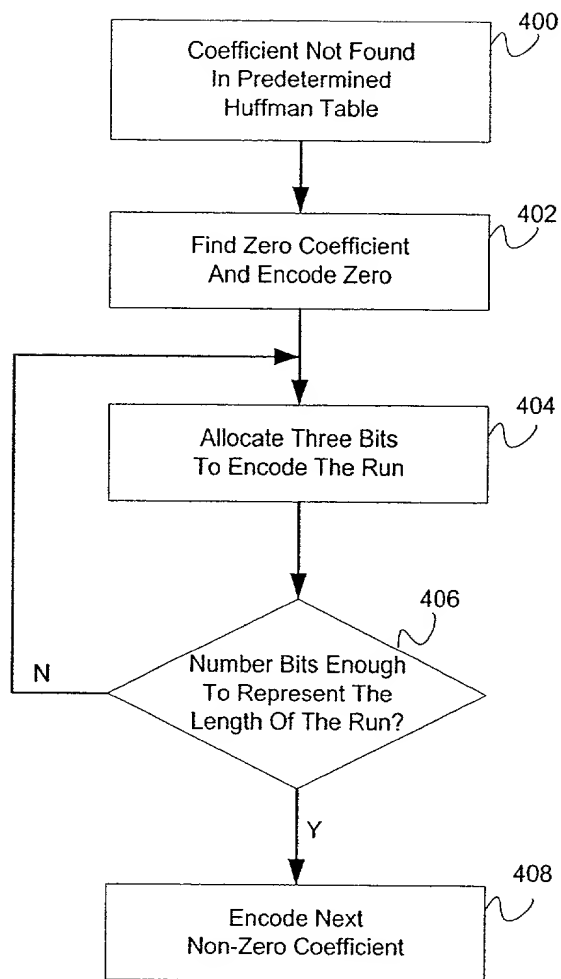


FIG. 11

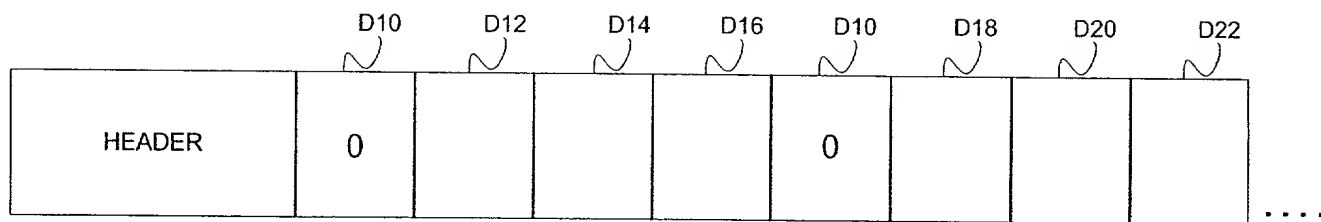


FIG. 12A

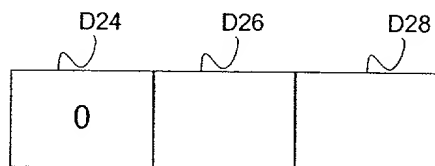


FIG. 12B

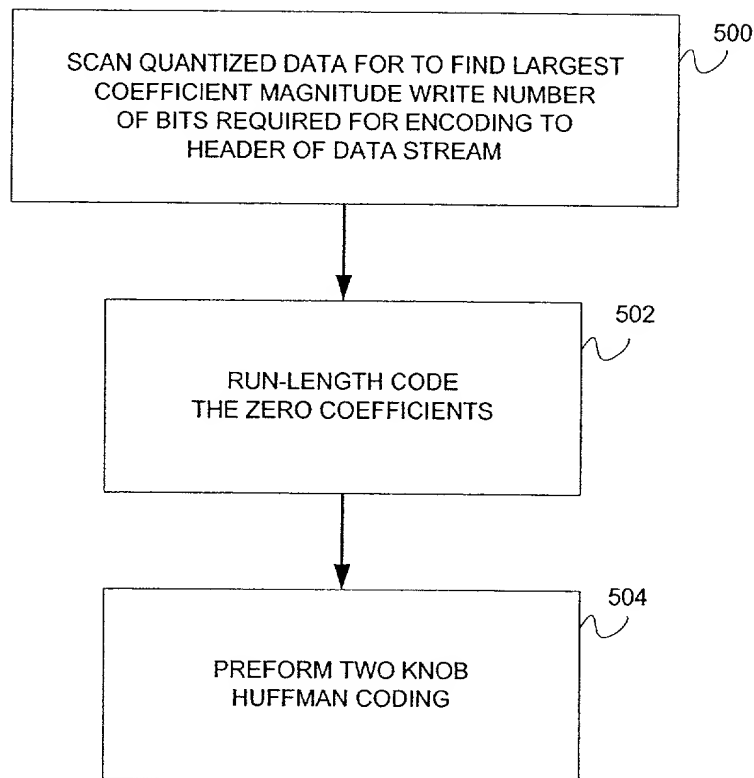


FIG. 13

Value	Code Word
0 short	00
0 long	01
-1	100
1	101
-2	1100
2	1101
-3	11100
3	11101
-4	111100
4	111101
-5	1111100
5	1111101
-6	1111110
escape	1111111

FIG. 14

DC1	AC ₁ 1	AC ₁ 2	AC ₁ 3	AC ₁ 4 ... AC ₁ 10
DC2	AC ₂ 1	AC ₂ 2	AC ₂ 3	AC ₂ 4 ... AC ₂ 10
DC3	AC ₃ 1	AC ₃ 2	AC ₃ 3	AC ₃ 4 ... AC ₃ 10
DC4	AC ₄ 1	AC ₄ 2	AC ₄ 3	AC ₄ 4 ... AC ₄ 10
DC5	AC ₅ 1	AC ₅ 2	AC ₅ 3	AC ₅ 4 ... AC ₅ 10
DC6	AC ₆ 1	AC ₆ 2	AC ₆ 3	AC ₆ 4 ... AC ₆ 10
DC7	AC ₇ 1	AC ₇ 2	AC ₇ 3	AC ₇ 4 ... AC ₇ 10
DC8	AC ₈ 1	AC ₈ 2	AC ₈ 3	AC ₈ 4 ... AC ₈ 10
DC9	AC ₉ 1	AC ₉ 2	AC ₉ 3	AC ₉ 4 ... AC ₉ 10

FIG. 15

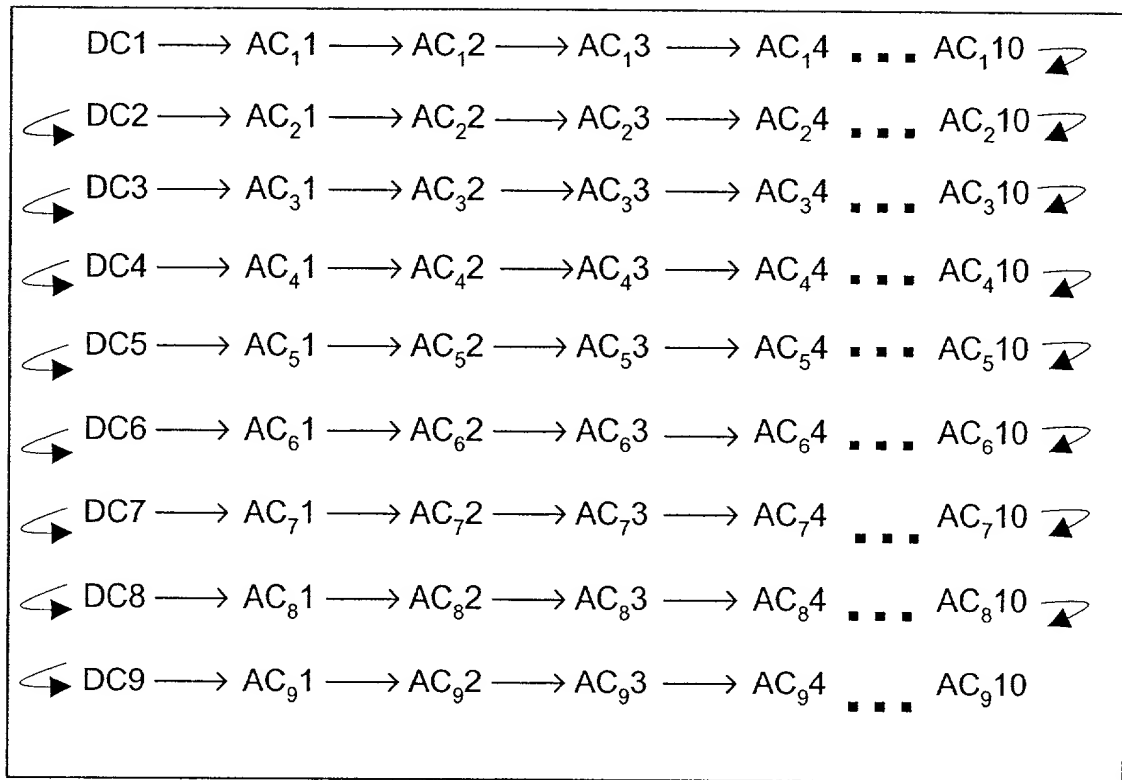


FIG. 16

PSNR vs Compression (luminance)

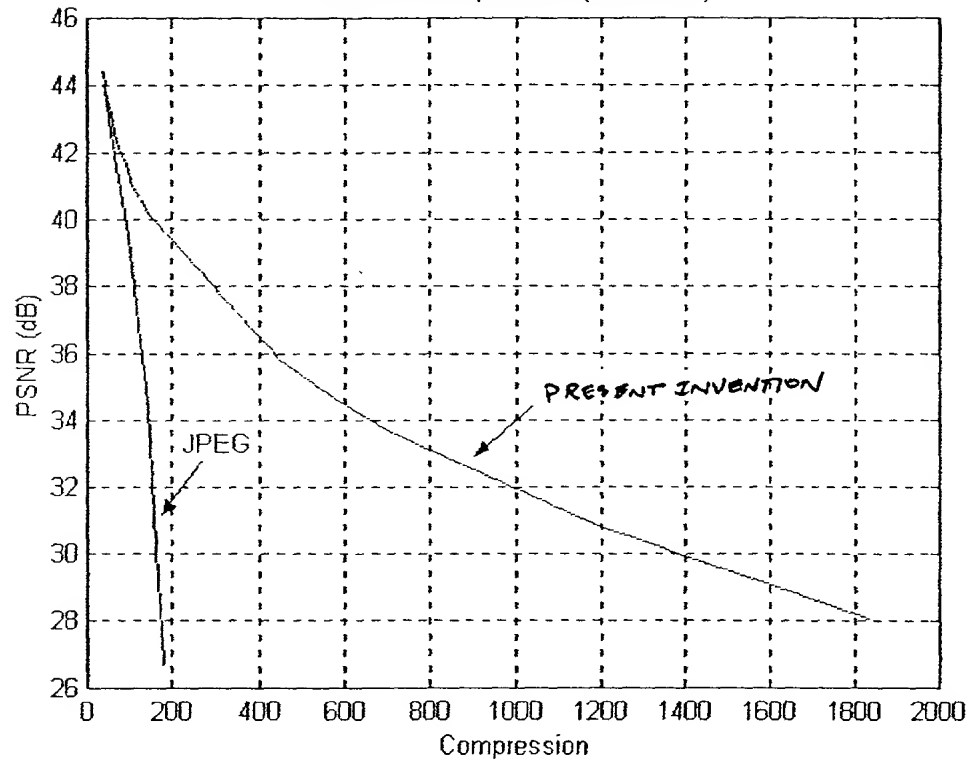
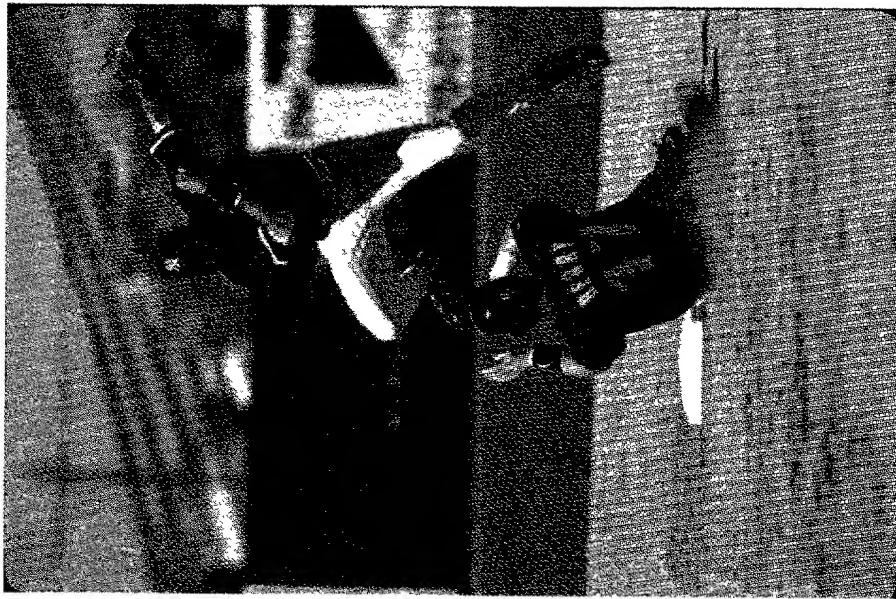
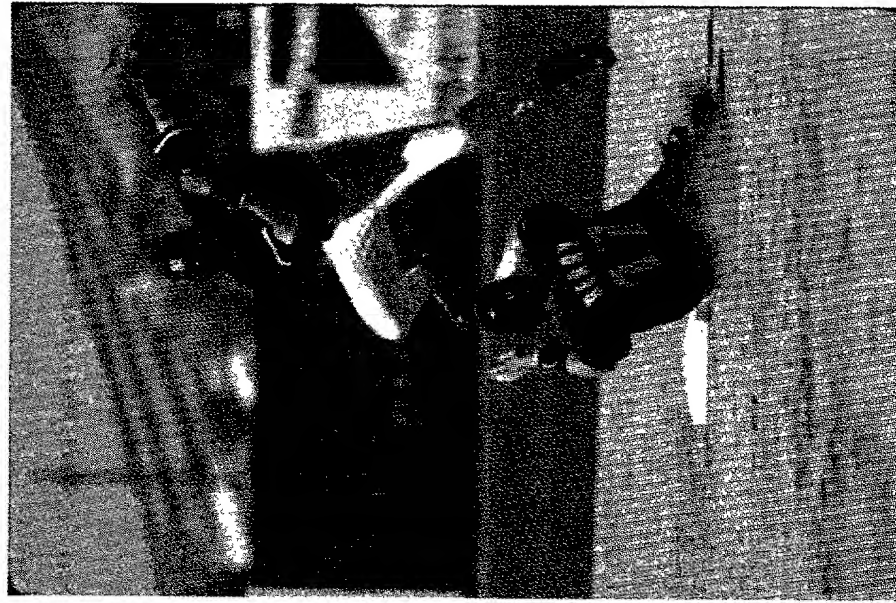


FIG 17



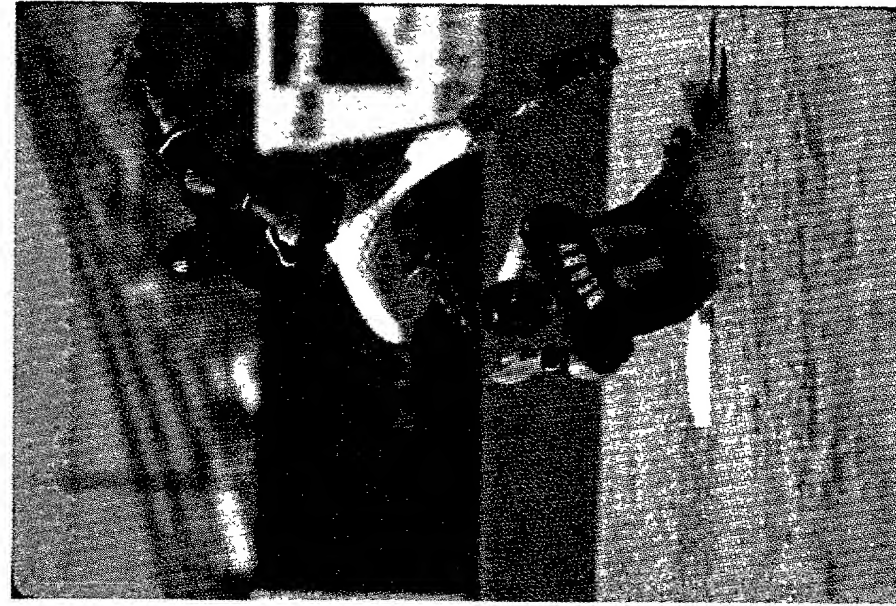
Original

FIG. 18A



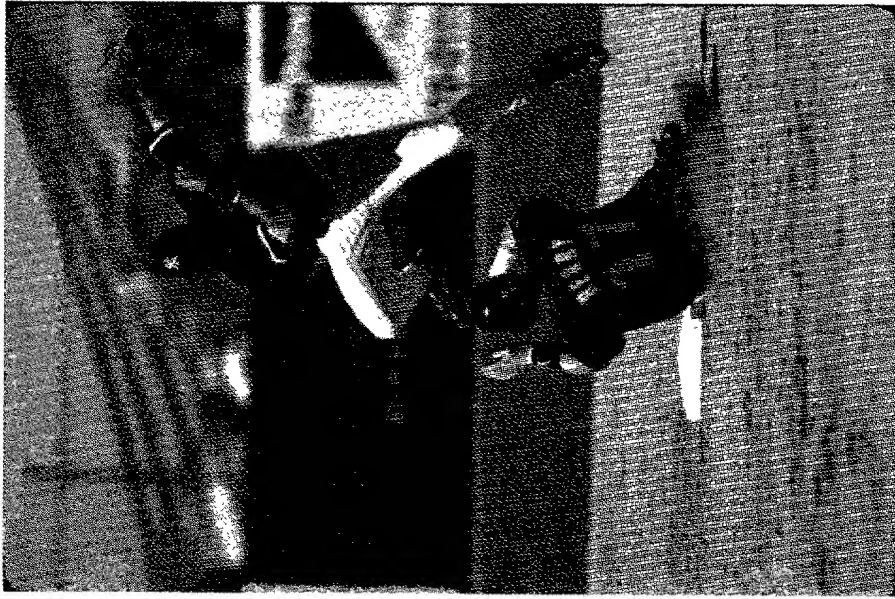
JPEG 77:1

FIG. 18B



162:1

FIG. 18C



Original

FIG. 19A



JPEG 163:1

FIG. 19B



162:1

FIG. 19C